

b) split screen means for dividing the graphical display into separate portions of each player, said split screen means being responsive to said player location means such that when two players' game locations are within a preset range, the separate portions of the graphical display for the two players are merged into a single portion of the graphical display, and when the two players' game locations are outside the preset range, the graphical display for the two players is split into separate portions.

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7. An electronic adventure game for use with a processing apparatus having a graphical display and input means for receiving input from two players simultaneously, said adventure game comprising:

a) split screen means for dividing the graphical display into separate portions for each player and for merging the separate portions into a single graphical display shared by both players; and

b) game logic which requires each player to act individually and jointly with the other player at different points in said adventure game, wherein

said split screen means is responsive to said game logic such that the graphical screen is split into separate portions when the players are acting individually and the separate portions are merged into a single portion when the players are acting jointly.

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10. An electronic adventure game for use with a processing apparatus having a graphical display and input means for receiving input from two players simultaneously, said adventure game comprising:

a) character generator means for generating a separate character or pointer for each player;

b) split screen means for dividing the graphical display into separate portions for each player and for merging the separate portions into a single graphical display shared by both players; and

c) game logic which provides opportunities for each player to act individually and jointly with the other player at different points in said adventure game, wherein

said split screen means is responsive to said game logic such that the graphical screen is split into separate portions when the players are acting individually and the separate portions are merged into a single portion when the players are acting jointly, said separate characters or pointers being separately controllable when the players are acting jointly and when the players are acting individually.